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Updated pass percentage spreadsheet with quickness hack

By bruddog, August 24, 2011 in Hacking Documentation

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bruddog

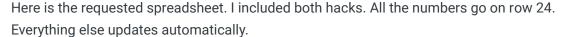
Down with button mashing

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ST

Moderators

◆ 3,074 11,466 posts **Location:** Ca Posted August 24, 2011



QB's

Pass control = on target and determining receptions/deflections

Pass ablity = ability to avoid interception

Defenders

Interceptions = ablity to get interceptions

Quickness =ability to stop receptions

tecmoworksheetpc_with_avoidint_qui hack.xls

+

Quote

1

guince3800 reacted to this



bgboud2

Tecmo Legend



Posted August 25, 2011

They are separate hacks. If you used only the quickness/interception hack and kept pass control as original, then put in the same value for pass control and pass ability.



Quote



2.0

AIM = bgboud2

×

Bodom

Tecmo Legend



Members **3**876 3,912 posts Location: Boston MA Posted August 25, 2011



bruddog said:

QB's

Pass control = on target and determining receptions/deflections

Pass ablity = ability to avoid interception

Defenders

Interceptions = ablity to get interceptions

Quickness =ability to stop receptions

This is cool. So from what I'm seeing, the following statements are fairly accurate?

- Quickness/Coverage has no affect on Interceptions.
- Interceptions have very little affect on Completions (around 1%) it just determines between Incompletion vs. Interception.
- Each notch of Quickness/Coverage increases/decreases the chance of a Completion/Incompletion by roughly 4%.
- Each notch of Interception increases/decreases the chance of an Interception by roughly 2
- 2.5%.



Quote



bruddog

Down with button mashing





Moderators

3.074 11,466 posts Location: Ca

Posted August 25, 2011

Interceptions only affect completion percentage in an indirect way. If the ball is intercepted, it logically can't be completed or deflected. The game checks for interception first...if not intercepted then it checks for a catch...if its not a catch its deflected.



Bodom said:



bruddog said:

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Pass ablity = ability to avoid interception

Defenders

Interceptions = ablity to get interceptions

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- Each notch of Interception increases/decreases the chance of an Interception by roughly 2 - 2.5%.

[Post made on a Tecmo Super Mobile Device!] mobile.png



Quote



Bodom

Tecmo Legend



Members **3**876 3,912 posts

Location: Boston MA

Posted August 25, 2011



bruddog said:

Interceptions only affect completion percentage in an indirect way. If the ball is intercepted, it logically can't be completed or deflected. The game checks for interception first...if not intercepted then it checks for a catch...if its not a catch its deflected.

I guess I worded it that way because Completions are affected slightly by INT value. Example:

PC 63 _ PA 63 _ REC 63 _ QUI 63 _ INT 38: Returns Values 76% Deflect, 20% Catch, 4% INT. PC 63 _ PA 63 _ REC 63 _ QUI 63 _ INT 75: Returns Values 64% Deflect, 17% Catch, 19% INT.



Quote



quince3800

Starter



Members **O** 15 151 posts

Posted August 2, 2014

Question:

I read somewhere that no Q table was ever found in the original rom and the posted hack does not created one. However, the spreadsheet that was given to work out the values here seems to produce one (70, 71, 72, etc.). My questions are:

- · Where is this coming from/how is this being generated?
- · Is there a way of changing this?

From what I see the values are entirely too high for what I want and I'd like to scale the "table" itself down significantly in order to allow a more workable rating system. (Coverage 81 is well beyond Revis based on everything I've read about him via PFF and the DB Database). Is this possible?







Posted August 2, 2014

Report post



QUI and INT are sharing the same table





+ Quote



Moderators

3,07411,466 posts **Location:** Ca



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